

Robert J Homewood

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STATEMENT A passion for computers and games technology has lead me across four continents, working, studying and making games. Unity3D is at the core of my skill set and I seek opportunities to further develop my professional experience, working with driven teams to build exciting software.

SKILLS *Development:* Unity3d, OpenFrameworks, Wordpress
Programming: C#, Python, C++, JavaScript, HTML5, CSS, Java
Experience: Lecturing, Public Speaking, Game Design, Production, Virtual Reality

EDUCATION *PhD Intelligent Games and Games Intelligence* 09/15 - Ongoing
Goldsmiths, University of London, UK
• Using social media data to personalise game content and aesthetics
Msc (Informatics), Serious Games (pending) 09/14 - 06/15
Högskolan i Skövde, Sweden
• Applied knowledge space theory for personalised learning in games
BA (Distinction), Game Design & Production Management 09/10 - 06/13
University of Abertay, Dundee, UK

EXPERIENCE
(project titles linked)

Projects

Wavelength (Unity3D - PC, Mobile, VR - Game) 01/17 - 02/17
• Psychedelic puzzle game. Lead programmer/designer. Team based.
Midnight Turbo (Unity3D - PC - Game) 01/18
• 80's style retro-wave racing shooter. Global Game Jam 2018. Solo project.
Dream Terror (Unity3D - PC - Game) 01/13 - 06/13
• Top down survival shooter. Programmer/designer. Team based.
Between (Unity3D - PC, VR - Game, Artwork) 08/15 - 12/15
• Interactive art narrative game. Lead programmer/designer. Team based.
Grab the Goodies (Unity3D - PC, Mobile - Game) 01/13 - 09/13
• Serious game about underage drinking. Programmer/designer. Team based.
Chrysalis (Unity3D - PC - Game) 07/17
• Adventure game. Created level transition sequence. Freelance for Owl & Fox.
Don't let them die (Unity3D - PC - Game, Artwork) 08/15
• Interactive art game based on live stock data. Solo project.

- Asteroid-Pong!** (*C++ - PC - Mobile - Game*) 06/16 - 07/16
- Conceptual blending of Asteroids and Pong. Solo project.
- NonPlayer Character** (*Unity3D - PC - Artwork*) 06/18
- Procedural cinematic experience. Lead Programmer. Team Based
- Bonsai** (*Unity3D - PC - Game*) 03/16 - 04/16
- Procedural bonsai generation game (space colonisation). Solo project.
- Void** (*Unity3D - PC - Game*) 01/14 - 02/14
- PCG Space shooter/exploration game. Solo project.
- Tanks vs Kittens** (*Unity3D - PC - Game*) 01/13 - 05/13
- Top down space shooter game. Programmer. Team based.
- Quasar Run** (*Unity3D - Mobile - Game*) 02/13 - 05/13
- Top down space shooter. Gameplay programmer. Team based.
- Dinopocalypse** (*Flash - PC - Game*) 09/11 - 01/12
- Angry Birds from the viewpoint of the pigs. Producer. Team based.
- Wordpress REST Migrator** (*Python - PC - Tool*) 04/18 - 06/18
- Application for migrating Wordpress sites via REST api. Solo project.

Academic

- MinePick** (*Python - PC - Tool*) 01/18 - Ongoing
- Software to recommend Minecraft mods based on 'liked' content from Facebook.
- FaceMatch** (*Javascript - PC - Game, Tool*) 04/17 - 07/17
- Match3 open-source fork which imports photos of your friends to use as tokens.
- pfefferi** (*Java - PC - Tool*) 08/16 - 06/17
- Software for Adapting sprite sets of VGDL games.

Research/Teaching

- Research Assistant - DREAM Project** 01/17 - 03/19
Högskolan i Skövde, Sweden
- European Commission funded project studying Robot Enhanced Therapy, using robots to help children with Autism
- Game Development Workshop Leader** 09/17
AfriDesignX(V&A Museum), Nairobi, Kenya
- Introduction to Game Development
- MOOC Instructor: Virtual Reality Specialization** 09/17
Coursera Inc; Goldsmiths, University of London, UK
- Virtual Reality Specialization
- Teaching Assistant** 01/16 - 05/18
Goldsmiths, University of London, UK
- Various classes related to AI and Game Development in Unity3D

PUBLICATIONS **Interview:** Tucker, D., 2017. Personalized technology is helping researchers make unanticipated connections. Elsevier. Available Online.

Book Chapter: Homewood, R.J., 2016. Dont Let Them Die. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 125129.

Book Chapter: Homewood, R.J., 2016. Julian Olivers Covert Computing. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 8590.

Guest Editorial: Homewood, R. & Tapper, M., 2016. Between (en/fr) — The Cornelius Arts Foundation. The Cornelius Foundation. Available Online.

INVITED TALK ***Introduction to A-frame and WebVR, Workshop*** 09/18
Intelligent Games & Game Intelligence Conference, Queen Mary University, UK

Creating VR/AR game content with Unity3D 07/18
Digital Economy Network Summer School, Bournemouth, UK

Personalising Game Aesthetics with Social Network Data 01/18
Digital Economy Network Annual Meeting, Digital Catapult, UK

Digital Games as a Career Path 09/17
ADMI(African Digital Media Institute), Nairobi, Kenya

Leveraging Social Data to Personalise Games 09/17
Intelligent Games & Game Intelligence Conference, University of York, UK

Approaches to Personalised Aesthetics 07/17
Falmouth University, UK

Between: Project description 12/15
Intel Buzz, Impact Hub London, UK

Artists Panel 11/15
ICIDS Copenhagen, Denmark

EXHIBITIONS ***Intentions: Conversations, Experiences and Knowledge*** 12/17
Royal College of Art WIP Exhibition, UK

Machine Made: Art, Robotics & A.I. (Arts Council funded) 07/17
QUAD Gallery, Derby, UK

STRP Biënnale: Sense & Sensors 03/17
Philips Klokgebouw, Eindhoven, Netherlands
• *FIGHT* (Assistant to Memo Akten)

International Conference for Interactive Digital Storytelling 12/15
Dieselhouse, Aalborg University, Copenhagen, Denmark

Art & Game Obstruction, Residency (Stena funded) 06/15 - 08/15
Konstmuseet Skövde Kulturehus, Skövde, Sweden

REFERENCES Available on request